



Name **Jacques Hall - Buccaneer**

Traits Skills Experience Tallies

Strength 3 e

Fortitude 3 e 1 d Survival (ships) 2 d Survival (jungle)

Body 3 e 2 d Swim 2 d Athletics 1 d Paddle

Melee 3 e 3 d Blades d Heavy Weapons 2 d Unarmed

Dexterity 4 e 3 d Firearms d Bow d Thievery 1 d Craft (carpentry)

Agility 3 e 2 d Stealth 1 d Acrobatics d Ride d Throw

Notice 3 e d Insight 2 d Track 1 d Search 1 d Weather Sense

Presence 2 e 2 d Persuade d Leadership d Intimidate d Entertain () d Etiquette () d Etiquette ()

Cunning 3 e 2 d Heal d Sail 1 d Knowledge (gunnery) d Knowledge () d Knowledge ()

Combat Information

	Attack	Damage	Size	Range/Notes
Unarmed	3 e+ 2 d	3 e+ 3 d		
cutlass	3 e+ 3 d	3 e+ 5 d		
pistol	4 e+ 3 d	4 e+ 2 d	2	range = 5
musket	4 e+ 3 d	4 e+ 3 d	2	range = 10
	e+ d	e+ d		

Destiny Points

Current: **2**
 Normal: **2** Max: **5**
 (= Presence) (=5)



Core Derived Stats

Fitness: **3** (= Body)
 Speed: **3** (= Agility)
 Initiative: **7.3** (= Dex + Not . Cun)
 Fatigue: _____ Fear: _____ Drain: _____

Resist Targets

Dodge Defense: **4** (= Agility or Dexterity)
 Parry Defense: **3** (= Melee)
 Toughness: **3** (= Fortitude)
 Willpower: **3** (= Cunning or Presence)

Wealth

Home: **3d** Away: **2d**

Assets

Area Knowledge Locations Port Royal
 Languages French, Spanish, and English
 Contacts George Phillips (quartermaster in Port Royal)
Penelope Collins (prostitute in Port Royal)

Brawler path
 -Knockback asset (can spend Effort die before damage roll in melee. If you do damage, you may push foe back 1 hex and may move into the space for free)

Pistoleer path
 -Aim asset (can spend up to 3 Effort dice to aim to gain same number of dice the next round. Cannot move while aiming.)
 -Quick Draw asset (can draw an item as a free action once per turn)

Magic Trait

e
 Threshold: _____
 (= For + Pre + Cun)
 Focus: _____

Powers

